

INDUSTRY

Freelance Art Director & Designer

MOLY.ME • *boston, ma*

02|2006 – present

- Produced creative for clients *across all digital channels*: PRINT, WEB, VIDEO, PHOTOGRAPHY
- Responsible for integrating creative concepts with appropriate cutting-edge technologies
- Oversaw *entire life-span of projects* from pitch to concept to production & maintenance
- Managed CLIENT EXPECTATIONS throughout said life of all projects; created ESTIMATES, managed ongoing project BUDGETS and TIMELINES

Production Designer » Associate Art Director

DIGITAS • *boston, ma*

09|2004 – 09|2006

- Promoted in APRIL 2006 for efforts and growth as a PRODUCTION DESIGNER, to take on a more conceptual lead on creative projects
- Created lead concept for VIRGIN LIFE CARE pitch, *which won Digitas the account*
- Consulted Creative and Marketing teams on TECHNICAL FEASIBILITY of interactive concepts and to *ensure excellence in their execution*
- Dedicated to AT&T, CINGULAR, & VIRGIN accounts for *leading conceptual and design work*, primarily in INTERACTIVE mediums
- Deployed object-oriented ACTIONSCRIPT for large/complex FLASH interfaces
- Created advanced FLASH animations using both the timeline and ACTIONSCRIPT

Lead Flash Designer & Developer

ERA EUROPE • *winter park, fl*

10|2003 – 09|2004

- Designed applications using scripted motion, ACTIONSCRIPT, & FLASH REMOTING
- Acted as Project Manager for all RIA-related projects, *ensured deadlines were met*
- Trained & delegated tasks to individuals on web development team
- Debugged & updated FLASH, FLASH REMOTING, ACTIONSCRIPT, & HTML assets

Creative Lead, Founder

PROJECT UNIFY • *winter park, fl » boston, ma*

12|2004 – present

- Provided concept, research, production for interactive fashion show
- Executed project *through every stage of production*: concept & research, pre-production, production, post-production, and presentation
- Casted models, hire & fire crew
- Directed, scheduled, coordinated all model & product photo & video shoots

Graphic Designer

NITELIFE MAGAZINE • *orlando, fl*

07|2003 – 07|2004

- Created concepts, headlines, and *look & feel to magazine's major layouts*, including every issue's fashion feature, "NITESTYLE"

CHOPS*

ADOBE

- Photoshop
- Illustrator
- Flash
- Dreamweaver
- InDesign
- After Effects

APPLE

- Final Cut Pro
- QuickTime Pro
- DVD Studio Pro
- Soundtrack
- Logic
- Keynote

OTHER

- Quark XPress
- Panic Coda
- CSSEdit

LANGUAGES

- ActionScript 3.0
- ActionScript 1.0 + 2.0
- XHTML
- CSS
- XML
- JavaScript
- PHP/MySQL

PLATFORMS

- Mac OS X
- Windows XP

TONGUES

- English
- German
- Spanish
- Cambodian
- French

***CHOPS**: level of ABILITY & EXPERIENCE is measured in '•'—where *five* • are better than *one* •.

PROPS

MITX: BEST USE OF SOCIAL MEDIA AWARD *for* Burma, It Can't Wait

THE DIGITAS PIXEL PUSHER AWARD *for* producing excellent creative

DOPE: DYNAMIC *for* Peter Boie | Magician

MACROMEDIA SPREAD THE WORD *for* the Full Sail Digital Publishing Gallery

COURSE DIRECTOR'S AWARDS *for* Computer Graphics, Interactive Media Design,

Digital Video Production, *and* Digital Publishing

.EDU

Full Sail

ASSOCIATE OF SCIENCE IN DIGITAL MEDIA

NOV 2003 – FEB 2004

- Maintained 93% GPA.
- Held STUDENT LAB MONITOR position.

Heinrich-Heine-Schule

JUNIOR YEAR ABROAD

SEPT 1999 – JUL 2000

- Lived with host family in HEIKENDORF, GERMANY.
- Attended German high school full-time.
- Learned *fluent German* thru total cultural immersion.